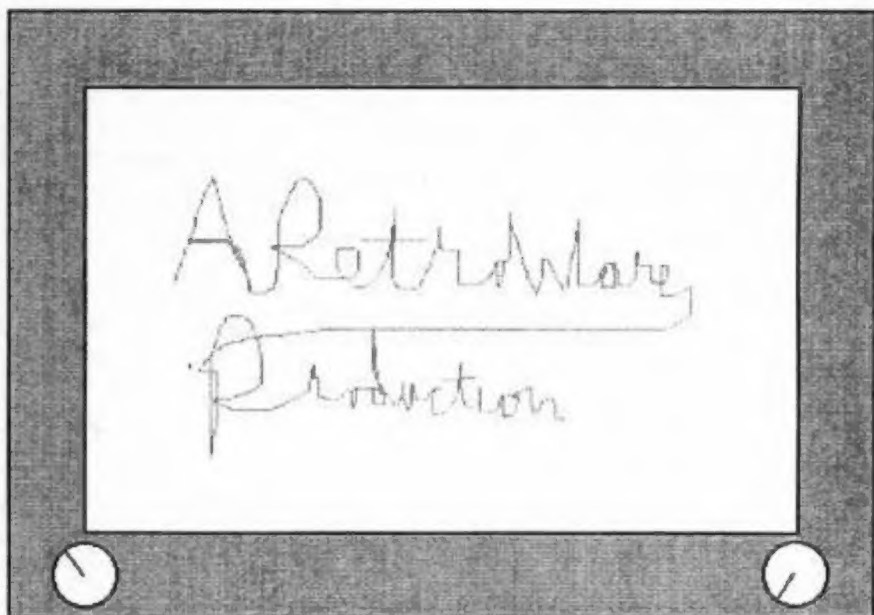


Retroware

Presents

Stell-A-Sketch

for the Atari 2600 VCS and compatibles



Lets you draw pictures on your Atari 2600 VCS and compatibles!

Instructions for Stell - A - Sketch

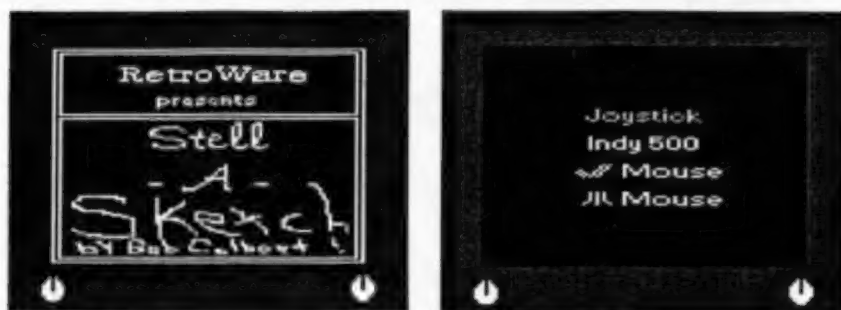


Figure 1 - Stell-A-Sketch

Overview

Stell-A-Sketch is a high resolution drawing program for the Supercharger and Atari 2600 VCS. By moving a pointer around the drawing area, you can create patterns or paint pictures! Tired of the picture you're working on? Be prepared to shake Stell-A-Sketch until the drawing area is clear!

Setup

With the Atari 2600 VCS turned off, gently insert your Supercharger into the cartridge slot. Plug a joystick, Amiga mouse, or an Atari ST mouse into the left controller port, or 1 Indy 500 driving controller in each controller port. Turn the Atari 2600 VCS on. You should see the Supercharger's star field screen with the message "Rewind Tape Press Play". If you do not see the star field, or do not see the cassette player message, turn the Atari 2600 VCS off, remove the Supercharger and repeat the setup process.

Insert the audio plug from the Supercharger into the headphone jack of your tape player and set the volume to the middle of the volume control's range. You may need to adjust the volume to get Stell-A-Sketch to load properly as each cassette player is different.

Loading the Game

Insert the Stell-A-Sketch cassette tape side A into a tape player. Stell-A-Sketch is recorded in a fast loading version and a slow loading version, which may be more reliable. Each version is recorded 3 times on side A in case the tape gets damaged. If necessary, rewind the cassette tape. Press play and after a short pause, you should see bars move in from the sides of the screen, this indicates that the game is loading properly. If at any time before the two bars meet in the middle of the screen you see the star field and "Rewind Tape Press Play" message, the load failed and you will have to either rewind the tape and try again or try loading the slow loading version. Some hints for better loading: Volume levels between $\frac{1}{2}$ and $\frac{3}{4}$ of the volume control range are generally the best. Leave all audio controls at a flat level. Place the cassette player on a flat, steady surface.

Starting Stell-A-Sketch

After Stell-A-Sketch is loaded, you will be presented with the title page. To begin using Stell-A-Sketch, press the RESET BUTTON, which will clear the drawing field and present you with a list of controller options.

Selecting a Controller

You have four choices of controllers to use to draw with:

Joystick
Indy 500 Controllers
Amiga Mouse
Atari ST Mouse

To select a device, press the SELECT BUTTON until your choice is highlighted, then press the RESET BUTTON. If you press the SELECT BUTTON when the last device is highlighted, you will be returned to your drawing without changing the input device. It is not recommended to change devices while the Atari 2600 VCS is on.

You may notice that the Indy 500 Controllers have fairly poor response. This is due to their low resolution and is unavoidable.

If after selecting a device, Stell-A-Sketch seems to draw by itself, then you may have selected the incorrect device. In this case, press the SELECT BUTTON and choose the correct device.

Difficulty Switches

LEFT DIFFICULTY SWITCH - This switch controls the drawing mode. When in Amateur mode, Stell-A-Sketch only draws when either the joystick or mouse button is pressed. This allows you to move your drawing cursor around without drawing. When this switch is in Expert mode, Stell-A-Sketch acts like a real Etch-A-Sketch and draws whenever the drawing cursor is moved. This switch has no effect when the Indy 500 controllers are selected.

RIGHT DIFFICULTY SWITCH - This switch controls the speed that the joystick moves the cursor around the screen. In the Amateur position, the cursor moves slowly. In the Expert position, the cursor moves quickly.

Erasing a Picture

Erasing a picture is much like a real Etch-A-Sketch. You must "shake" the screen until the picture is erased. Pressing the RESET BUTTON while in the drawing mode (not in the device menu) will shake the screen and erase an area of your picture. You must continuously press and release the RESET BUTTON until the picture is erased.

About Stell-A-Sketch

Stell-A-Sketch was written using a PC, an Amiga 1200, a Supercharger, the DASM assembler by Matt Dillon and Makewave by Bob Colbert. It began as a test to see what type of high resolution graphics could be produced on the Atari 2600 VCS and evolved into what you now have.

Disclaimer

Bob Colbert and RetroWare make no guarantees, written or implied, on this software. We are not responsible for any damage due to the use of this software.

Credits

Stell-A-Sketch would not have been possible without the help and support of the following people:

Dan Borris - My technical advisor who thought of the name.

Mom and Dad - Couldn't have done it without them, they made me the happiest kid alive when they bought me an Atari 2600!

My Wife - For putting up with me while I wrote this.

Okie - My cat (R.I.P.), thanks for being there for 18 years!

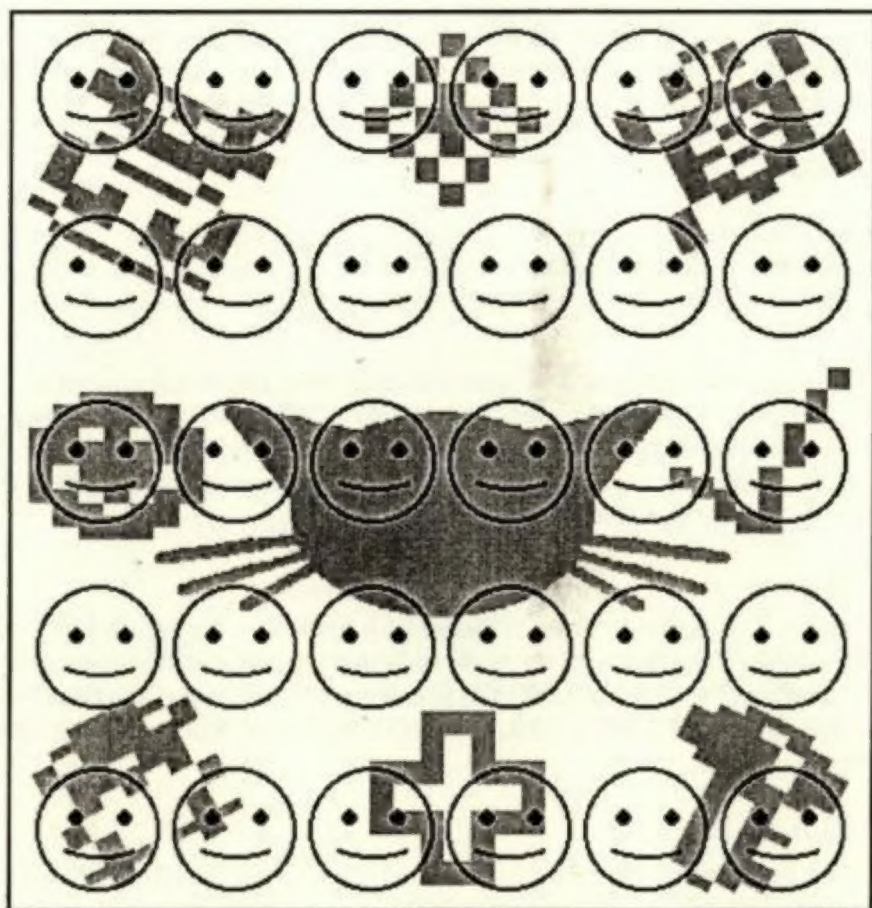
The #rgvc irc channel - When you need to talk to some friendly people, drop on in!

Retroware

Presents

Okie Dokie

for the Atari 2600 VCS and compatibles



A fast moving puzzle game for all ages!

Instructions for Okie Dokie



Figure 1 - The Okie Dokie Game Screen

Overview

Okie Dokie is a fast moving puzzle game that challenges you with 30 preset puzzles and 435 random puzzles. It seems simple enough: turn off all of the squares. Well, there's a catch! Every time you select a square, it gets "flipped" -- if it was on it turns off and visa versa, but to complicate things further, any square directly to the left, right, above, or below the square is also "flipped."

A counter keeps track of the number of moves you make. So you think you are hot stuff for completing level 1 in 756 moves huh? Well, it can be completed in 14 moves!

Setup

With the Atari 2600 VCS turned off, gently insert Okie Dokie into the cartridge slot and plug a joystick into the left controller port. Turn the Atari 2600 VCS on. You should see the Okie Dokie game screen as shown in figure 1 with the scrolling message "SELECT LEVEL". If you do not see the game screen, or do not see the scrolling message, turn the Atari 2600 VCS off, remove the cartridge and repeat the setup process.

NTSC/PAL

Okie Dokie can be played on either NTSC or PAL television sets. The **LEFT DIFFICULTY SWITCH** determines the mode and can be switched at any time during the game. If the **LEFT DIFFICULTY SWITCH** is in the **A** position, then Okie Dokie will appear in NTSC. If the **LEFT DIFFICULTY SWITCH** is in the **B** position, then Okie Dokie will appear in PAL.

Selecting a puzzle

When Okie Dokie starts, you will see a scrolling message say "SELECT LEVEL". Pressing the **RESET BUTTON** on the Atari 2600 VCS at this point will cause level 1 to start. Pressing the **SELECT BUTTON** instead will bring the message "LVL01" up underneath the Okie Dokie playfield. By pressing the **SELECT BUTTON** repeatedly, you can scroll through the available levels. You can also hold the **SELECT BUTTON** down and the levels will automatically scroll by until you release it.

Okie Dokie has 30 preset levels, each one with a unique puzzle to solve. Level 1 has all of the tokens on and is fairly difficult. The beginner may want to start with puzzle 2, which is much easier than level 1. The puzzles in levels 1 through 15 are fairly symmetrical which makes them slightly easier, while levels 16 through 30 are not symmetrical and thus they tend to be more difficult. Level 31 is a special level that randomly generates 1 of 435 possible puzzles for you to solve.

You can press the **SELECT BUTTON** at any time to select a new puzzle, but if you are currently working on a puzzle it will be erased, so be careful! Any time you press the **SELECT BUTTON** during a game or after solving a puzzle, the level selection will begin at level 1, no matter what level you were previously playing.

Starting the game

Pressing the **RESET BUTTON** on the Atari 2600 VCS will set the "moves" counter to 0000 and randomly pick 1 of 8 different tokens to be used for the puzzle. If you have a favorite token to use, repeatedly pressing the **RESET BUTTON** will eventually allow you to use it.

If you have selected level 31, pressing the **RESET BUTTON** will cause the playfield pattern to rapidly change. Releasing the **RESET BUTTON** will start 1 of 435 possible puzzles that is mathematically guaranteed to be solvable!

Using the joystick

When you start a new puzzle, you will be able to move the triangular pointer around the puzzle with a **JOYSTICK** plugged in to the left controller port of the Atari 2600 VCS. Moving the **JOYSTICK** will move the pointer in the corresponding direction. If the pointer is in the top row of the Okie Dokie playfield and you move the **JOYSTICK** up, the pointer will "wrap around" the puzzle and end up in the bottom row. The "wrap around" feature works for all other directions as well.

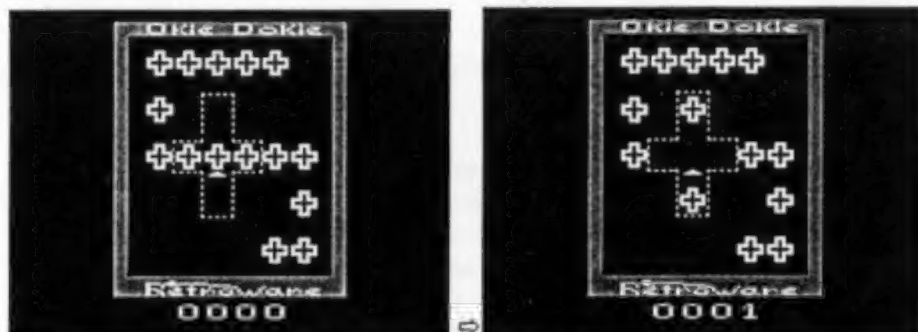


Figure 2 - Result of Pressing Fire Button

Pressing the **JOYSTICK FIRE BUTTON** while the pointer is under a token causes that token to disappear. If there is no token above the cursor, a token will appear. This happens to each square to the left, right, above, and below the position the token is pointing to as shown in figure 2.

Solving a Puzzle

When you successfully solve a puzzle, a short tune will play and you will no longer be able to move your pointer around. To play the same puzzle again, press the **RESET BUTTON**. To select a new puzzle, press the **SELECT BUTTON** to browse through the available puzzles.

Simply solving a puzzle doesn't mean you have mastered it. Level 1 can be completed in 14 moves -- Can *YOU* do it in 14 moves? Level 2 is very simple and can be done in 4 moves, but don't be deceived, not all puzzles are that easy!

About Okie Dokie

Okie Dokie was written using an Amiga 1200, a Supercharger, the DASM assembler by Matt Dillon and Makewave by Bob Colbert. The goal was to limit the program to 2k to get the "feel" for what classic videogame programmers had to contend with.

Okie Dokie Masters List

If you think you have solved a puzzle in as few moves as possible, e-mail Retroware at rcolbert@novia.net with the level number and your cartridge number. If you are the first to solve a puzzle in the fewest moves possible, your name will be added to the Okie Dokie Masters List on the Okie Dokie Homepage at <http://www.novia.net/~rcolbert/okiedoke.htm>. If you are the first to solve puzzle 1 or any one of puzzles 16 through 30 in the fewest moves, you will receive a certificate from Retroware acknowledging your achievement! (Note: One certificate per person please!)

Disclaimer

Bob Colbert and Retroware make no guarantees, written or implied, on this software. We are not responsible for any damage due to the use of this software.

Credits

Okie Dokie would not have been possible without the help and support of the following people:

Dan Borris (Ouphe) - My technical advisor.
Roloff de Jeu (Deleto) - Designed the Okie Dokie label.
Arne Kuilman (Kid-EZ) - Helped Roloff with the label.
Patrick Wickwire - Supplied me with Atari cartridges.
John Earney - Supplied me with Atari cartridges.
Jim Nitchals - Just a nice guy!
Craig Nelson - Nice enough to give me info on the Supercharger.
Mom and Dad - Couldn't have done it without them, they made me the
happiest kid alive when they bought me an Atari 2600!
Okie - My cat (R.I.P.), thanks for being there for 18 years!

Cart # 77 / 100

Bob Colbert